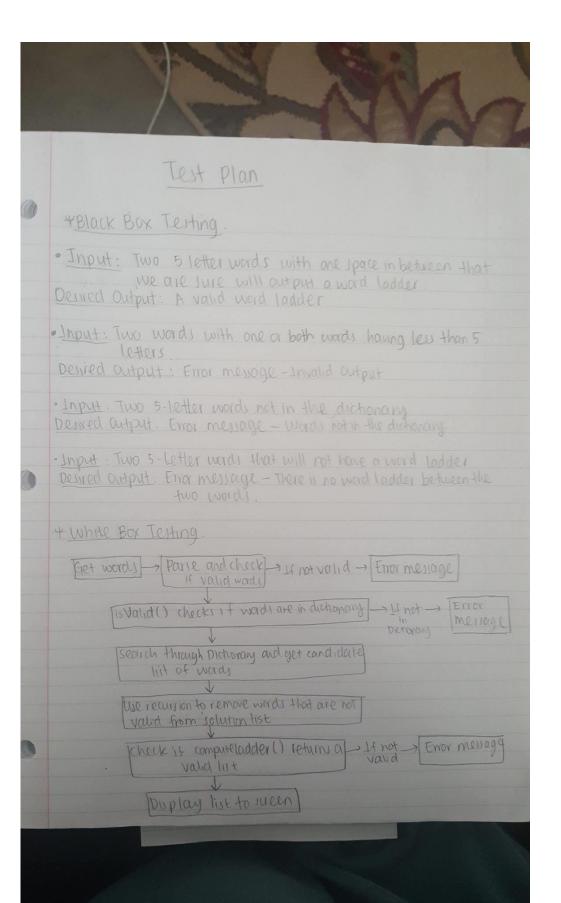
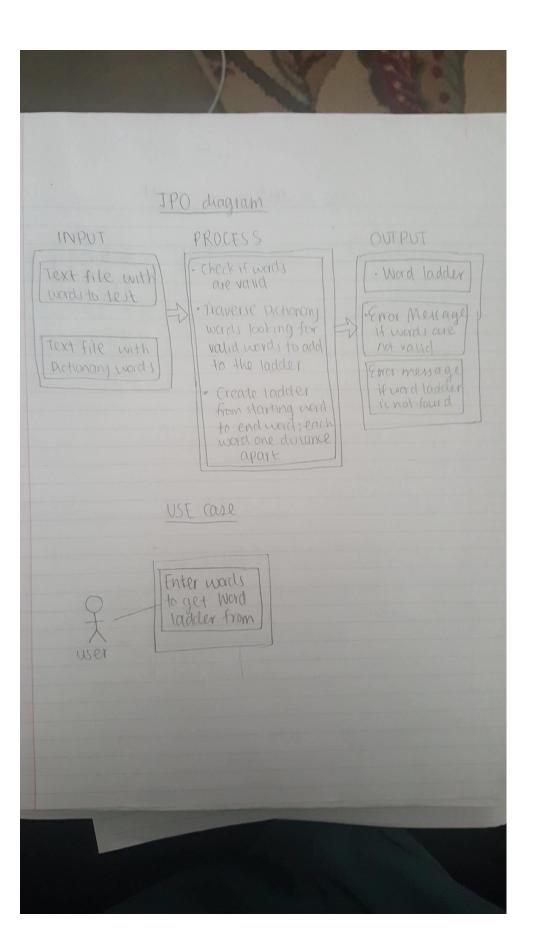
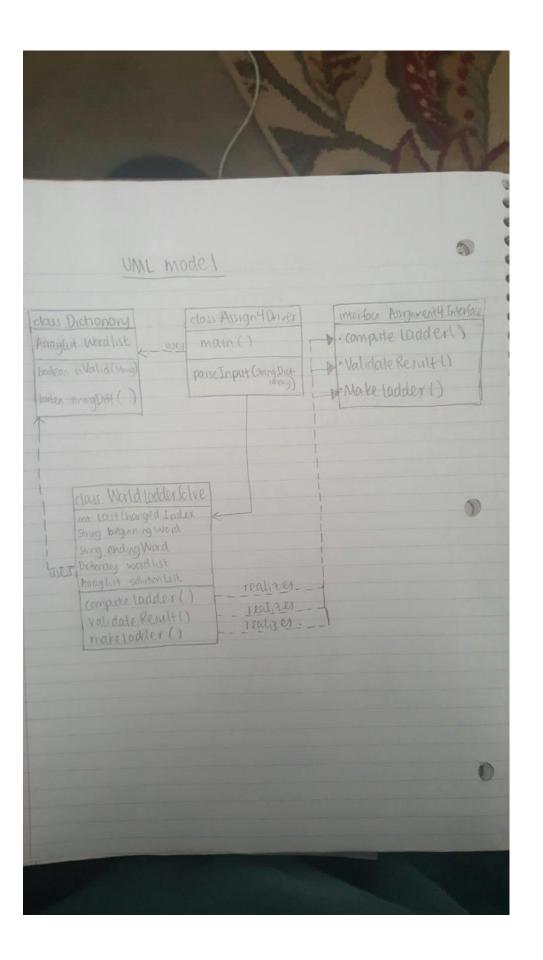
Test Plan/Design/Analysis

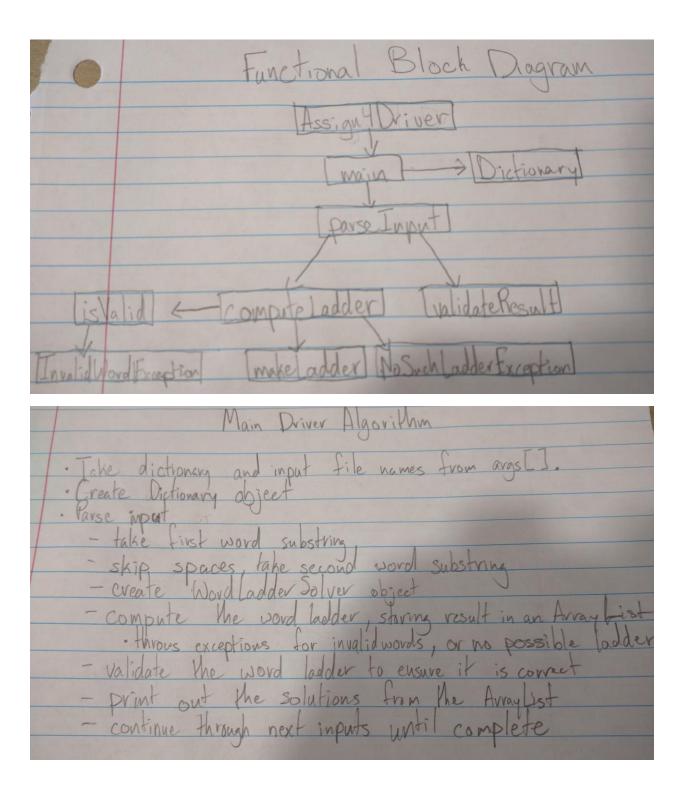
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Rationale

Our design follows how real world objects work together. The word ladder solver, which in the real world would be a person, can access the dictionary in order to look through it to find possible words. This person can use the dictionary to check if the words are valid, just like how our Dictionary object can check if a word is within it or not. We chose to use DFS with recursion to solve this problem due to ease of coding. After using this method though, we have found that using BFS can lead to a more efficient program as well as finding shorter word ladders. Both methods can have added difficulty though due to debugging nested loops and recursion. As a user who may not care of the length of the word ladder DFS works fine and gets the job done. Our design is fairly flexible by allowing the use of the Dictionary and WordLadderSolver classes in other ways. The Dictionary class especially could be used for many other programs involving Strings. Lastly, our design adheres well to principles of good design. Our main driver works directly with the WordLadderSolver which in turn works directly with the Dictionary. Data that is part of these objects are hidden unless needed to be used so that the user does not have access to info they do not need.